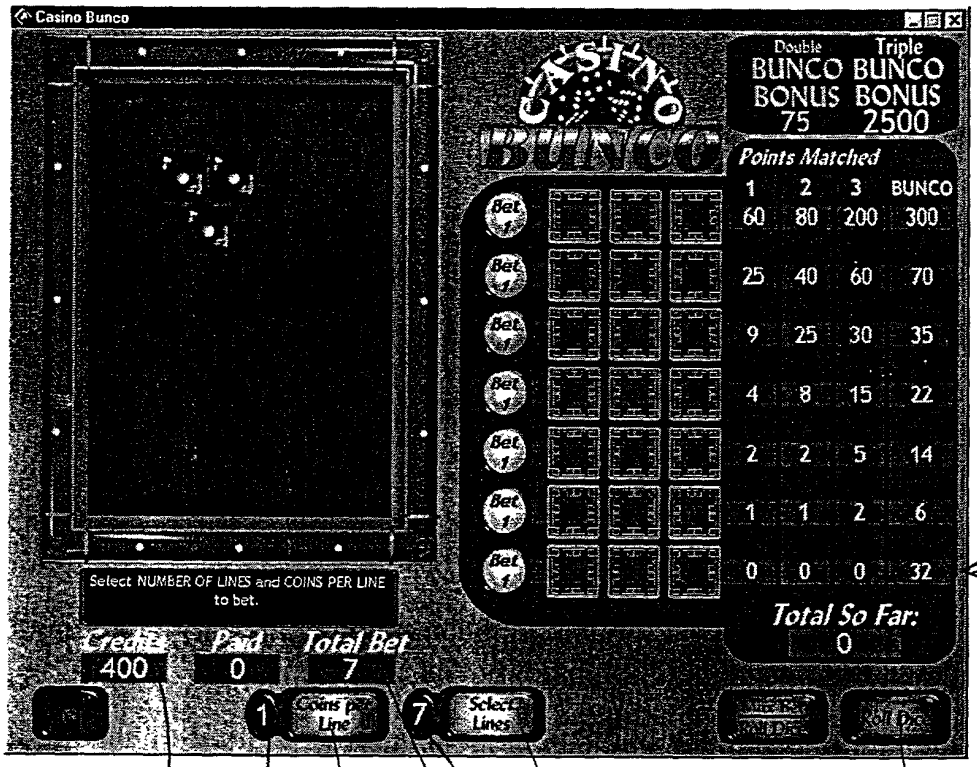
Casino Bunco
Double BUNCO BONUS 75
Triple BUNCO BONUS 2500
Points Matched
1 2 3 BUNCO
60 80 200 300
25 40 60 70
9 25 30 35
4 8 15 22
2 2 5 14
1 1 2 6
0 0 0 32
Total So Far: 0
Select NUMBER OF LINES and COINS PER LINE to bet.
Credits Paid Total Bet
400 0 7
Coins per Line
Select Lines
106
115
103
101
111
100
104
102

Figure 1

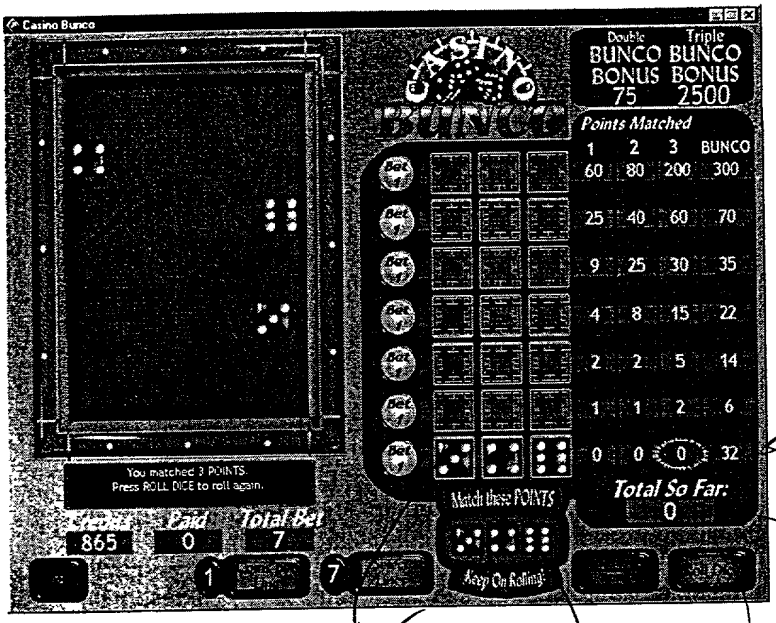

Figure 2

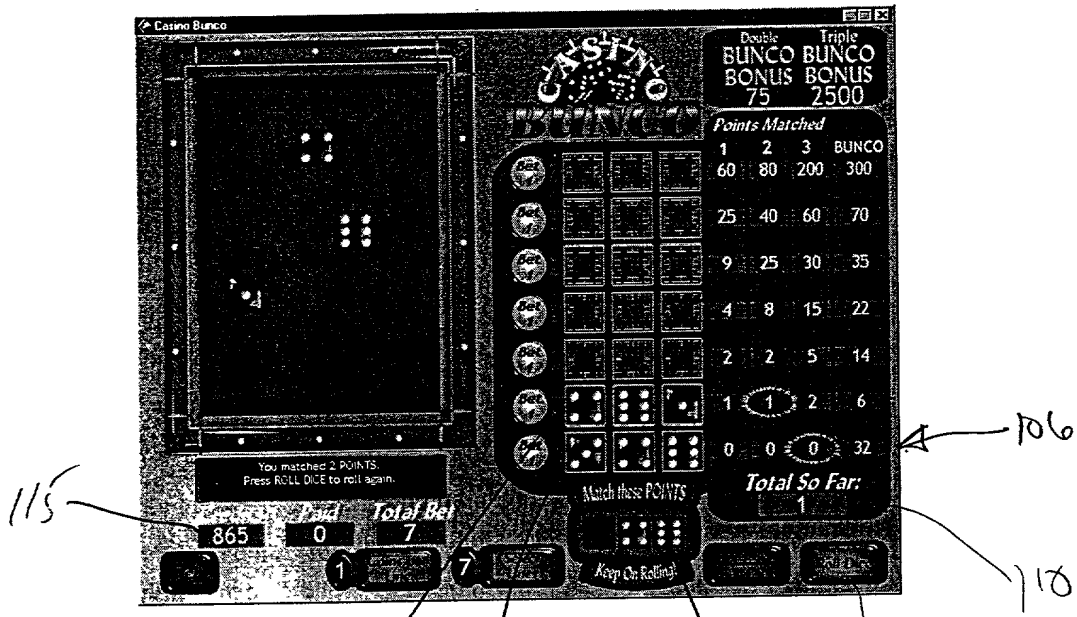

Figure 3

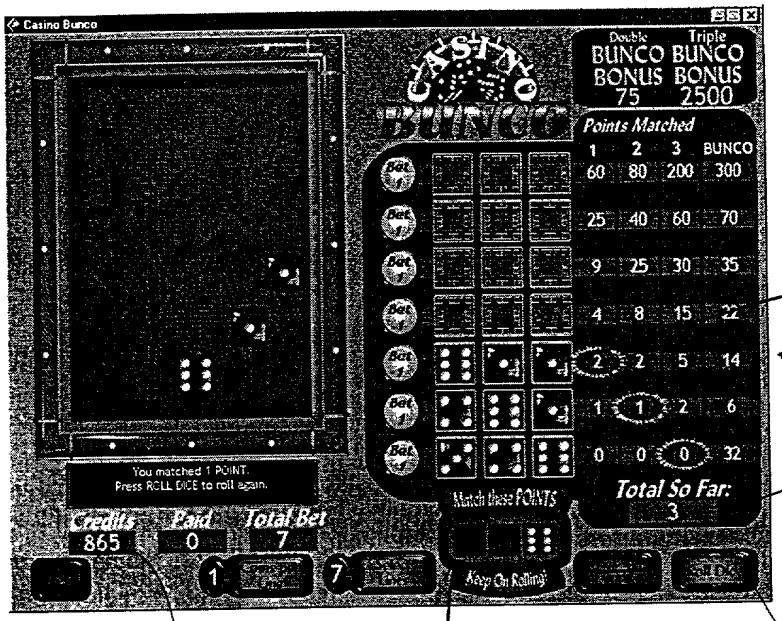

Figure 4

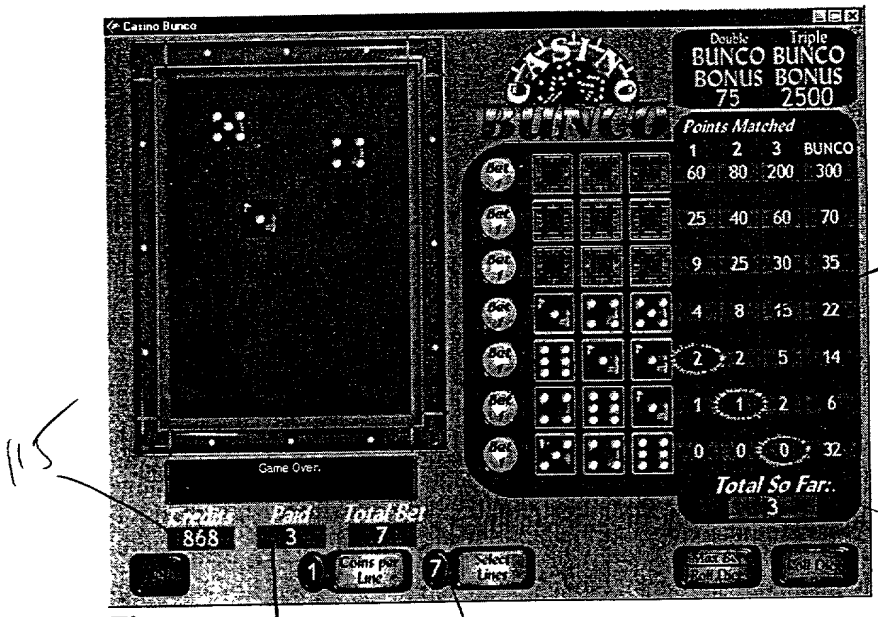

Figure 5

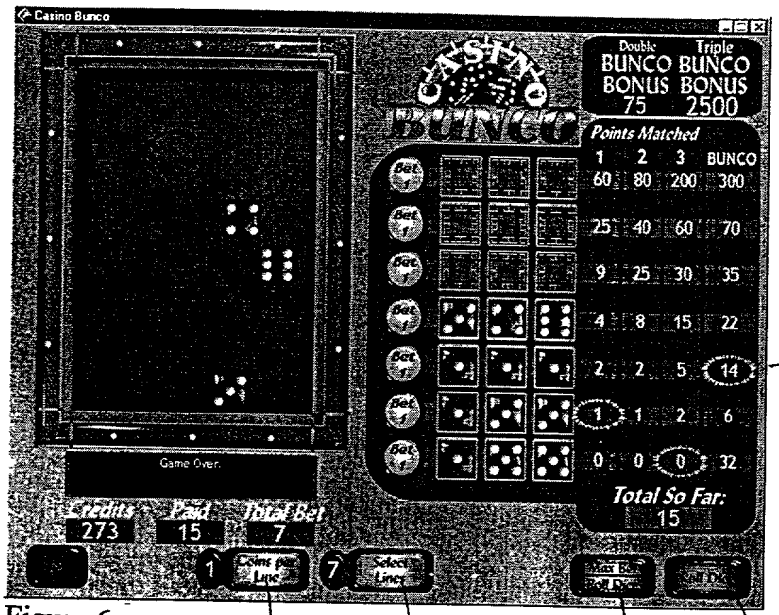
Casino Bunco
CASINO BUNCO
Double BUNCO BONUS 75
Triple BUNCO BONUS 2500
Points Matched
1 2 3 BUNCO
60 80 200 300
25 40 60 70
9 25 30 35
4 8 15 22
2 2 5 14
1 1 2 6
0 0 0 32
Total So Far: 15
Game Over.
Credits 273
Paid 15
Total Bet 7
Coins per Line
Select Lines
Bet One
Bet Max
113
101
180
116
102

Figure 6

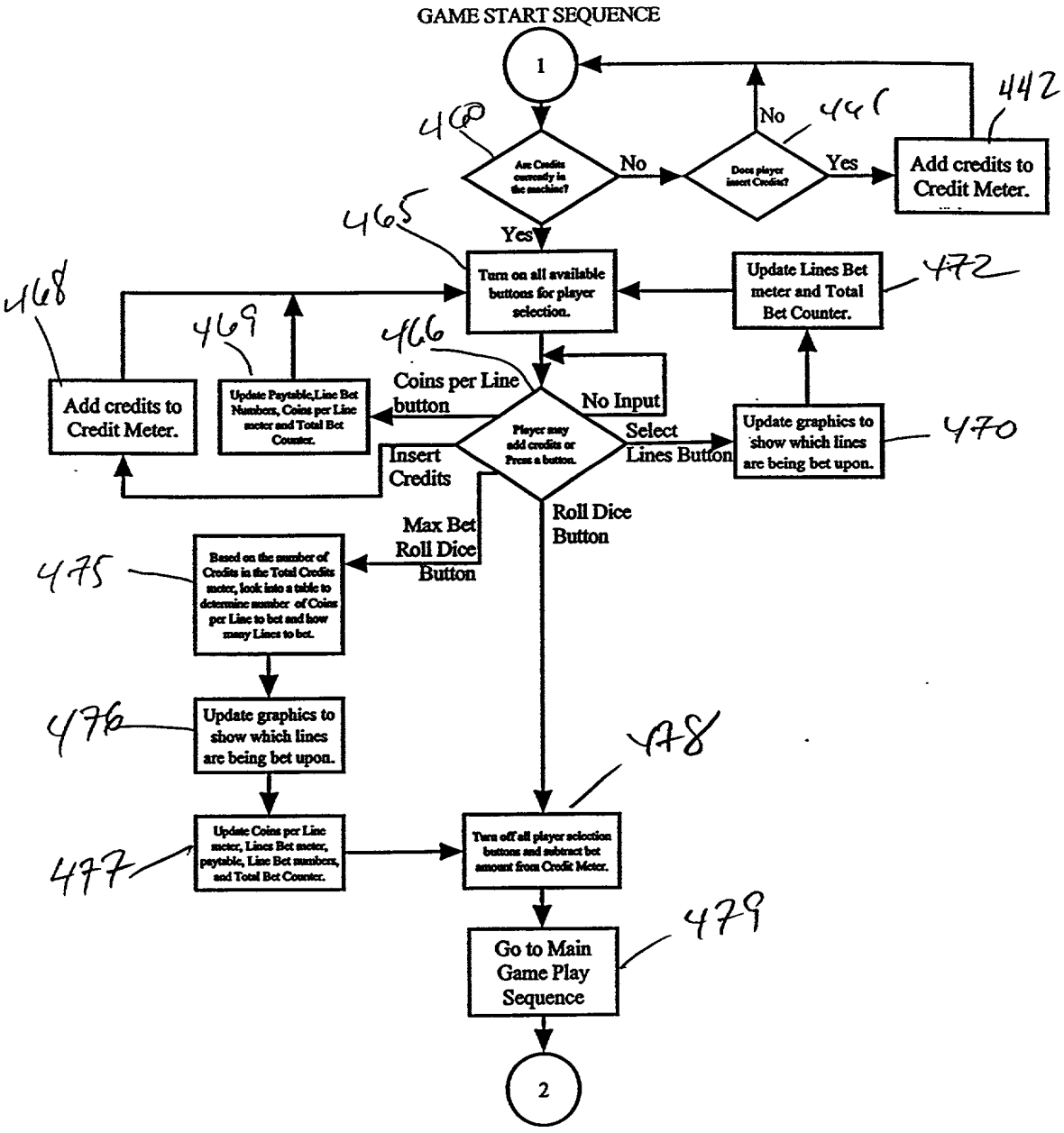
GAME START SEQUENCE
1
460
Are Credits currently in the machine?
No
Does player insert Credits?
No
Yes
Add credits to Credit Meter.
442
441
Yes
465
Turn on all available buttons for player selection.
Update Lines Bet meter and Total Bet Counter.
472
468
469
466
Add credits to Credit Meter.
Update Paytable, Line Bet Numbers, Coins per Line meter and Total Bet Counter.
Coins per Line button
No Input
Player may add credits or Press a button.
Select Lines Button
Update graphics to show which lines are being bet upon.
470
Insert Credits
Max Bet Roll Dice Button
Roll Dice Button
475
Based on the number of Credits in the Total Credits meter, look into a table to determine number of Coins per Line to bet and how many Lines to bet.
476
Update graphics to show which lines are being bet upon.
478
477
Update Coins per Line meter, Lines Bet meter, paytable, Line Bet numbers, and Total Bet Counter.
Turn off all player selection buttons and subtract bet amount from Credit Meter.
479
Go to Main Game Play Sequence
2

Figure 7A

MAIN GAME PLAY SEQUENCE

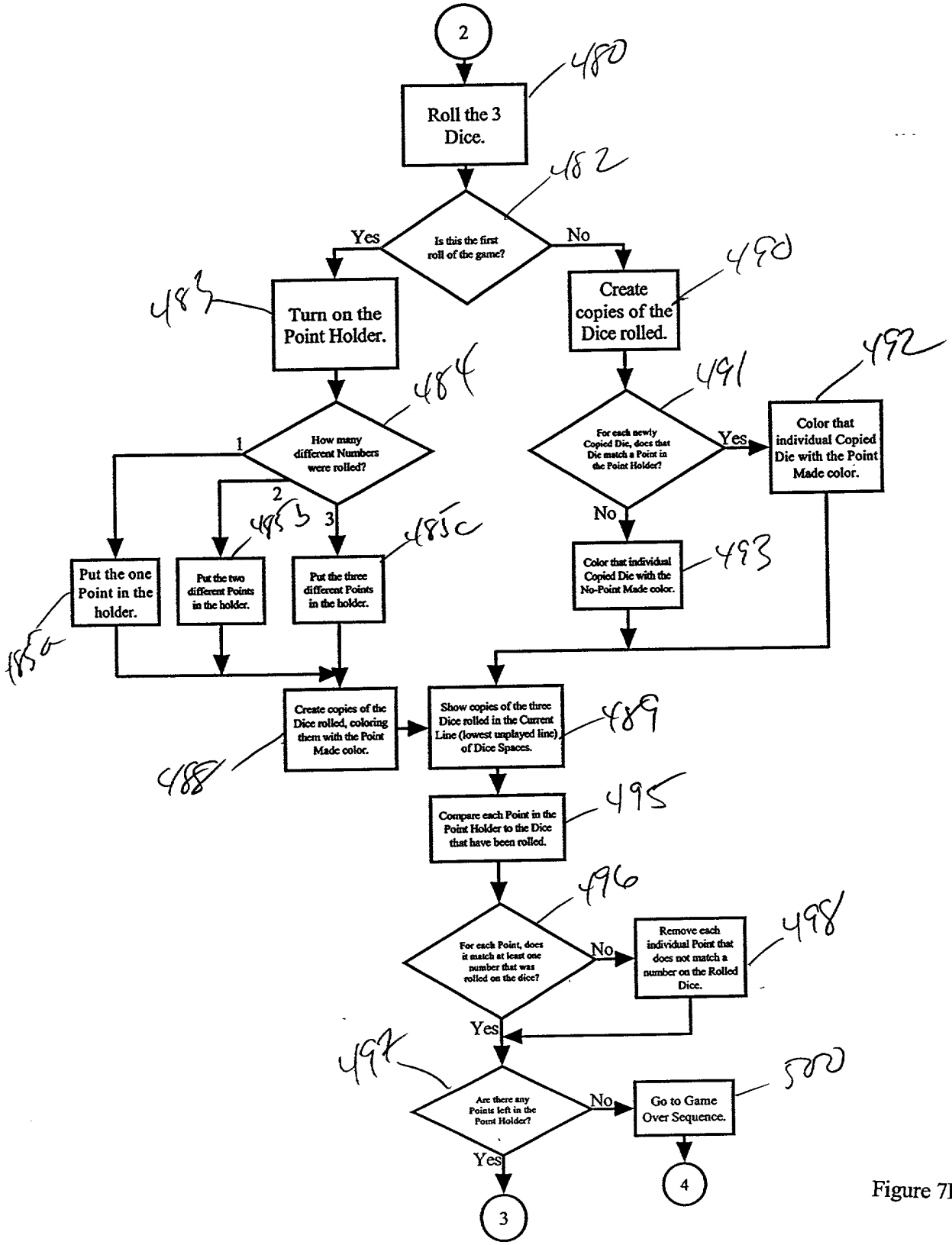

Figure 7B

MAIN GAME PLAY SEQUENCE (cont.)

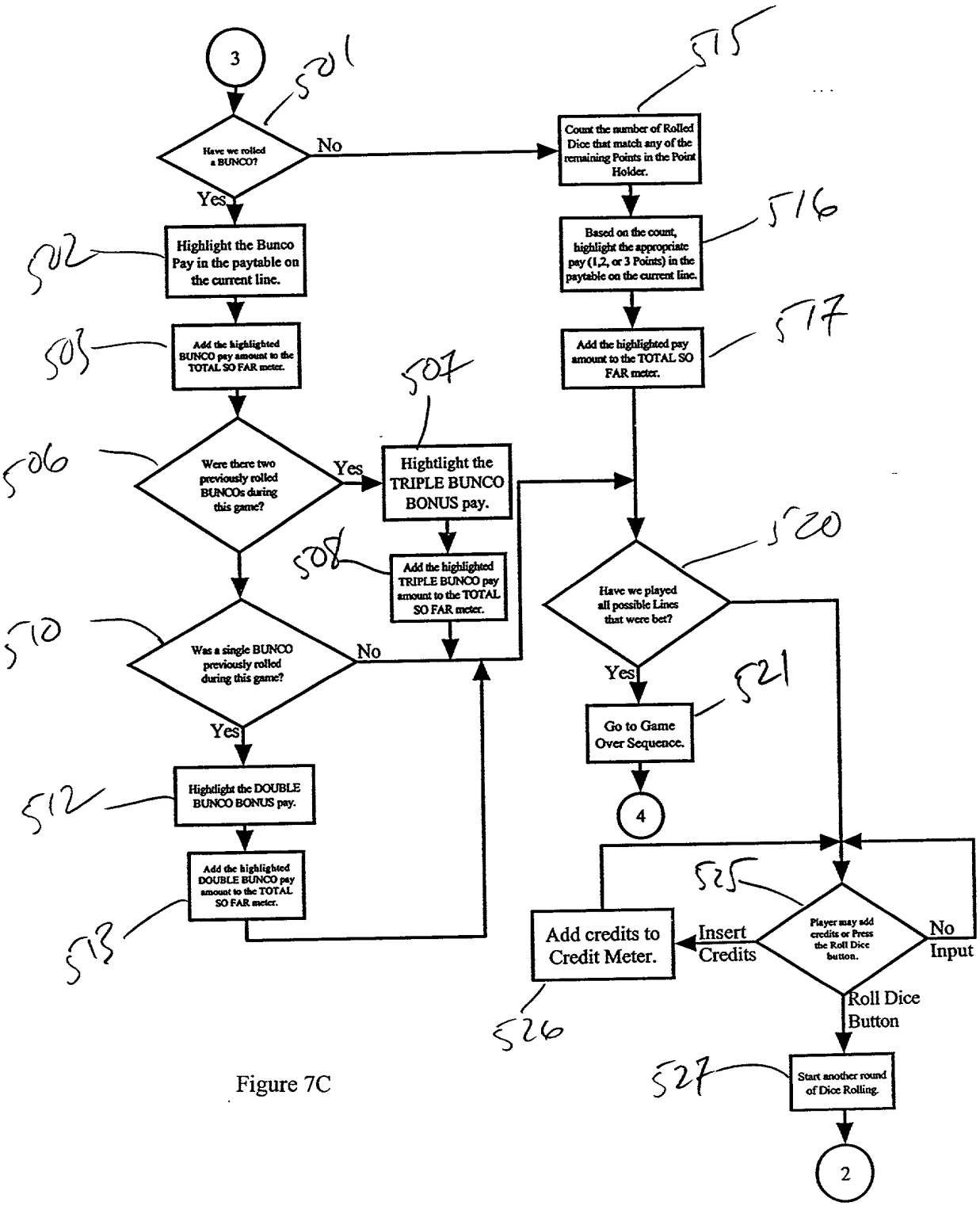

Figure 7C

GAME OVER SEQUENCE

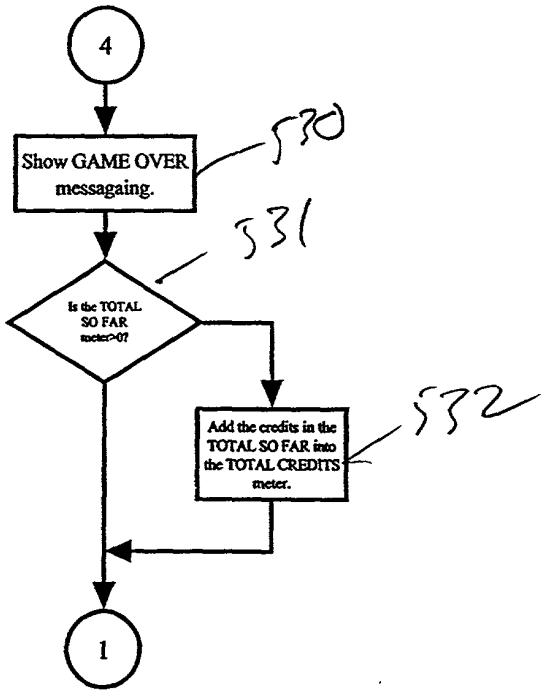

Figure 7D

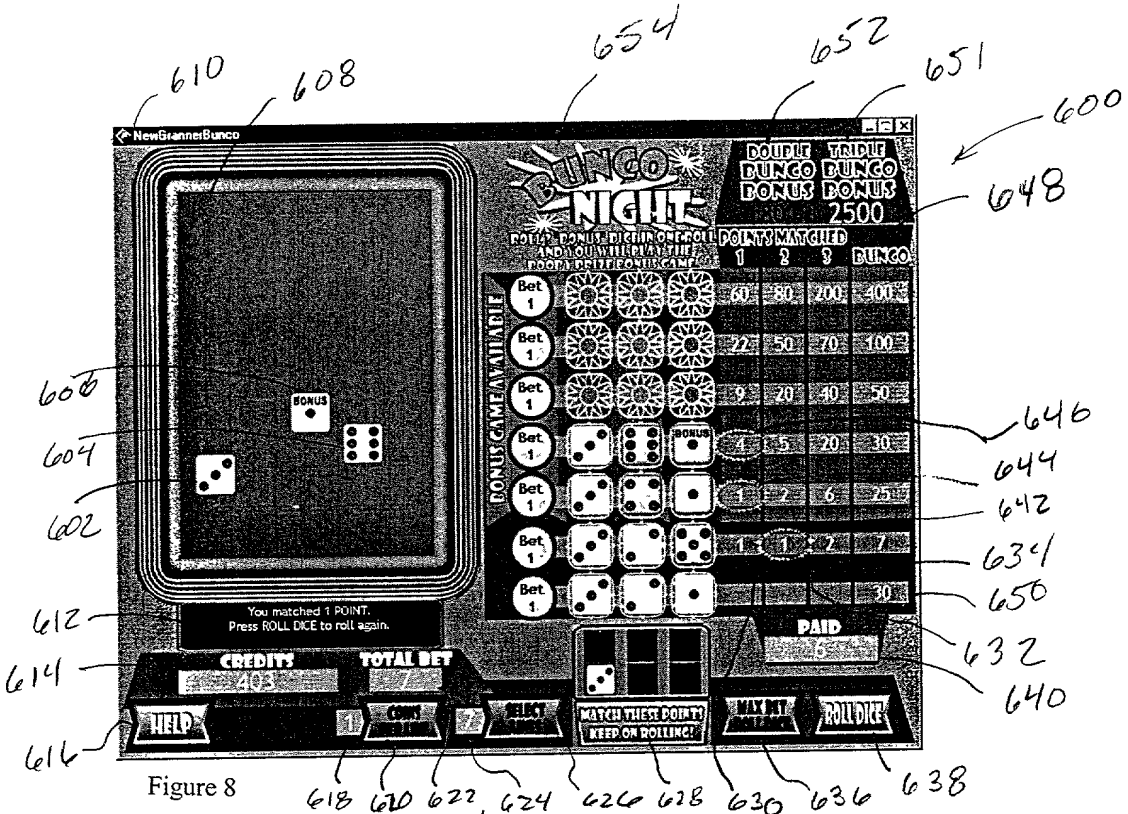

Figure 8

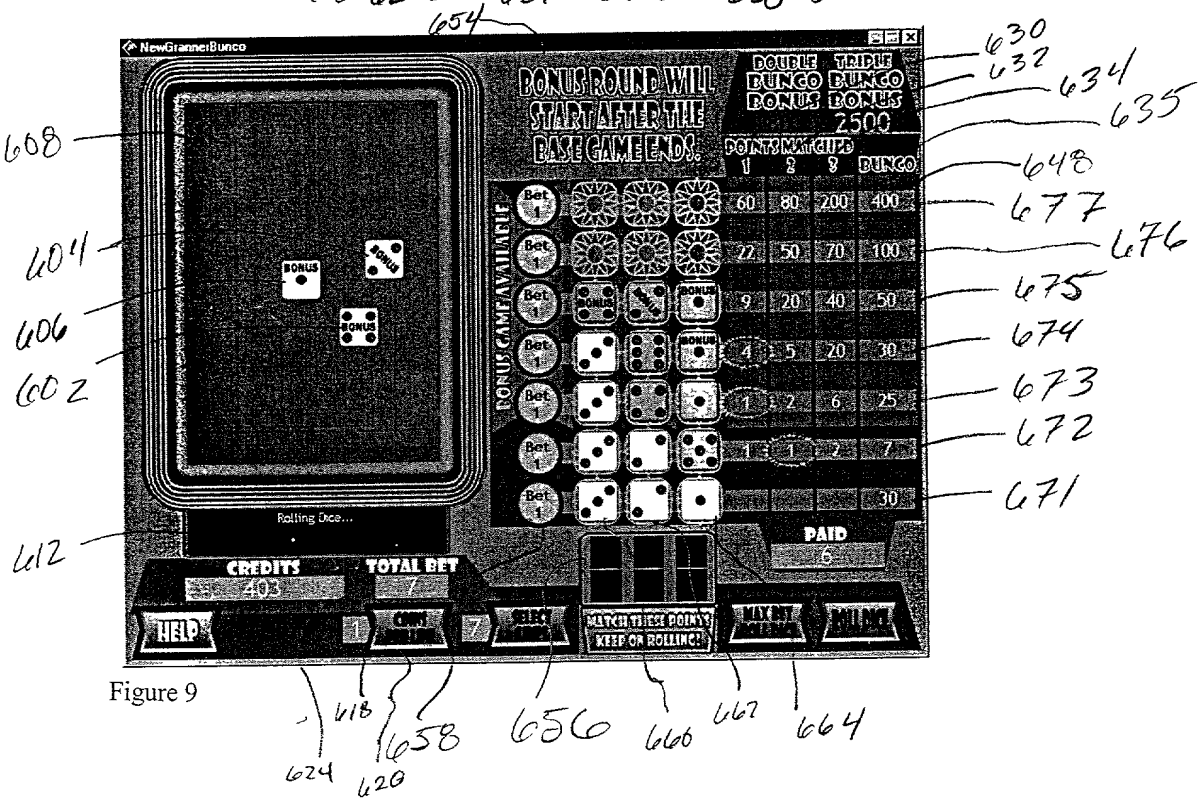

Figure 9

Patent 6,656,050

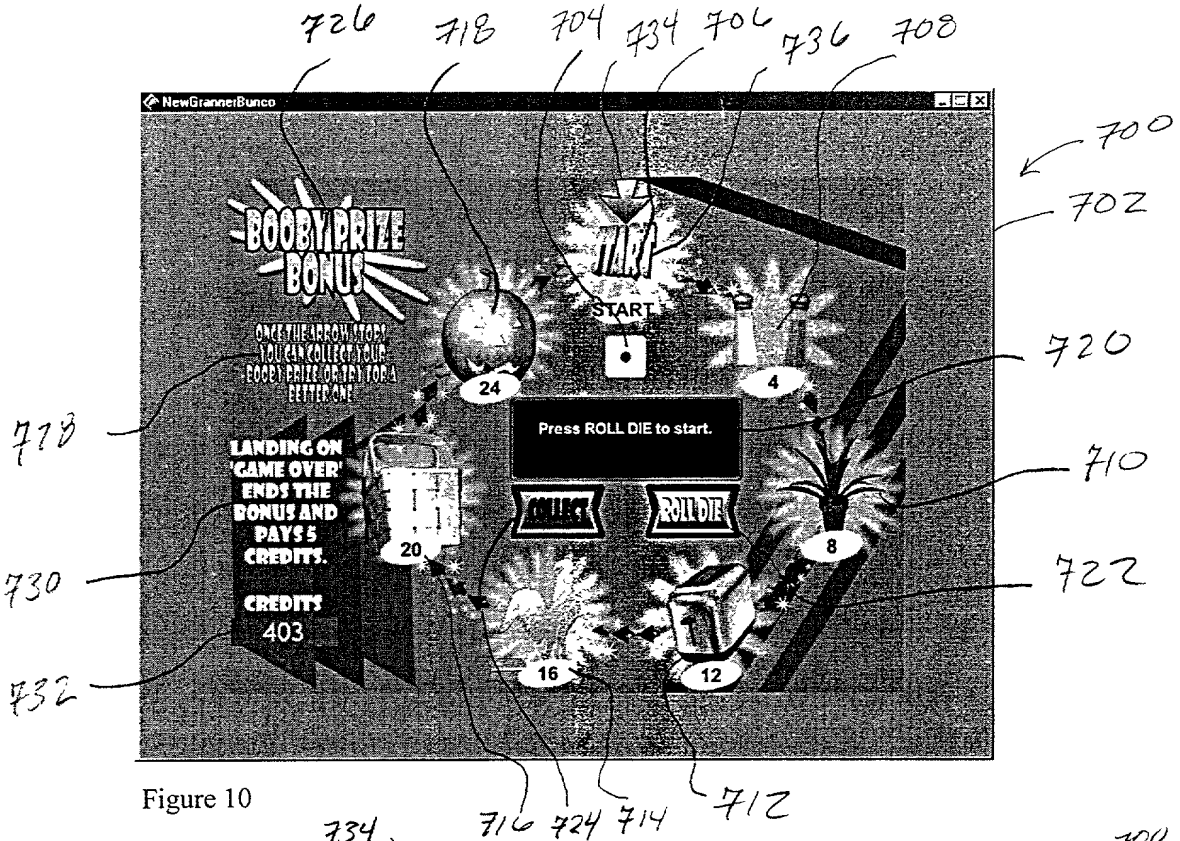

Figure 10

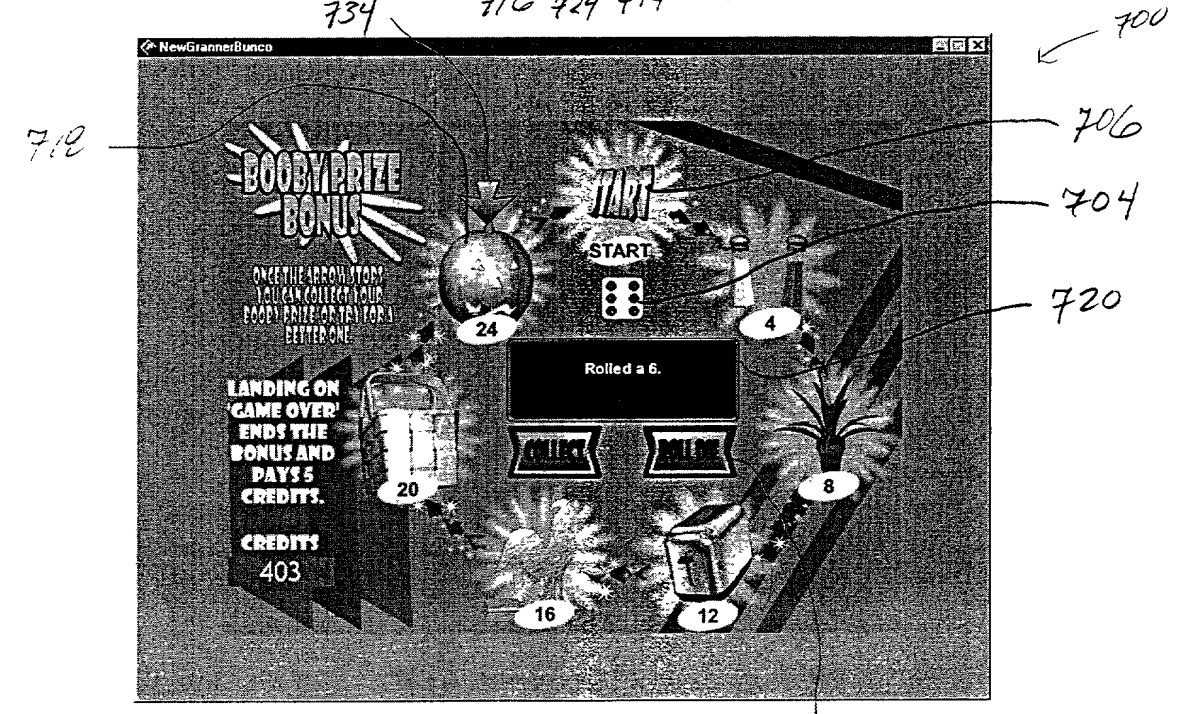

Figure 11

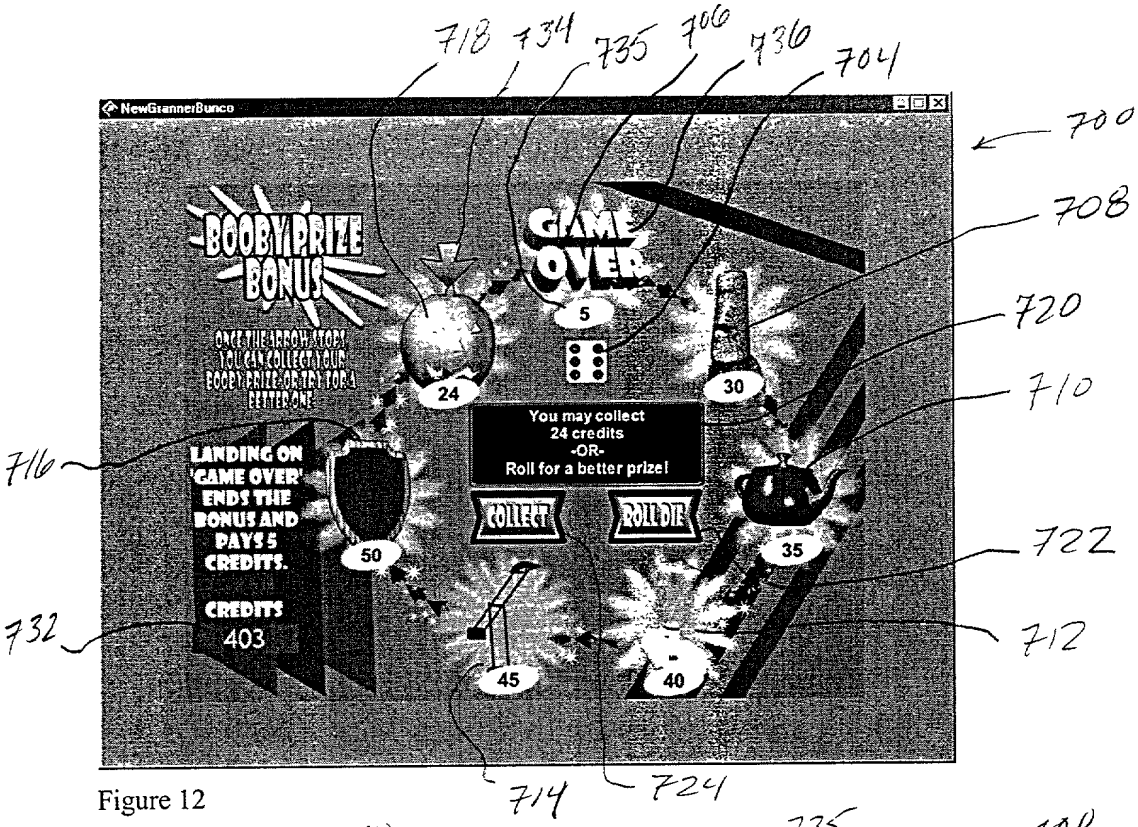

Figure 12

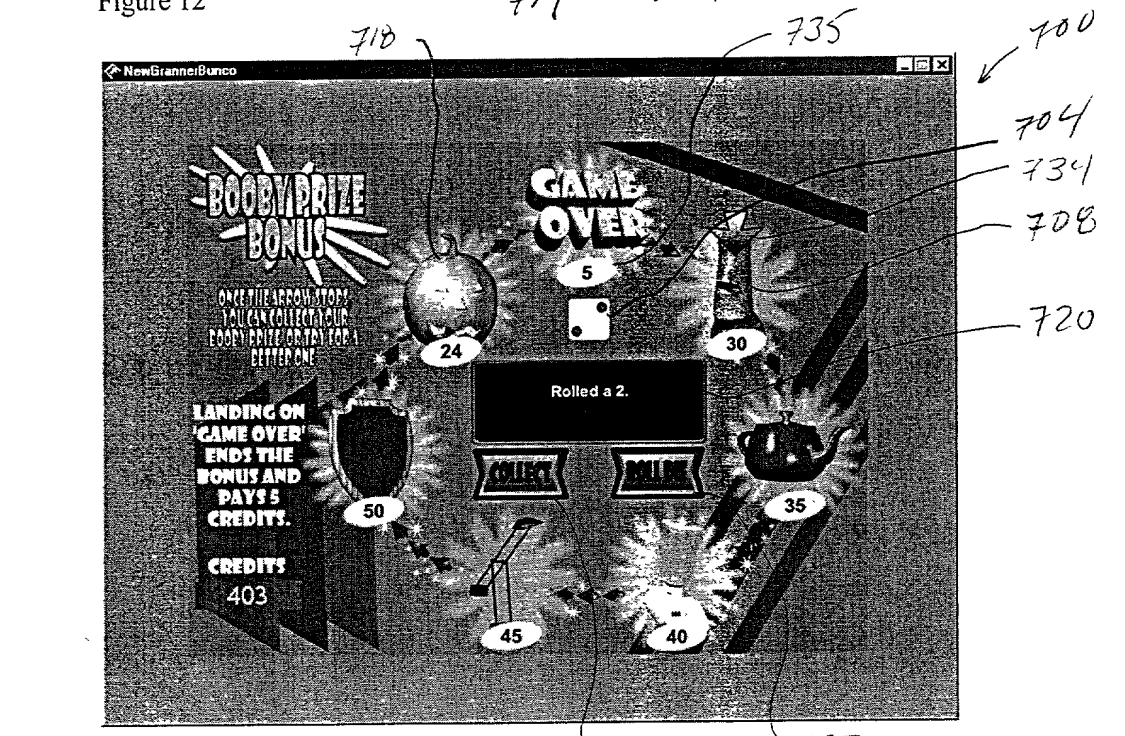

Figure 13

Figure 14

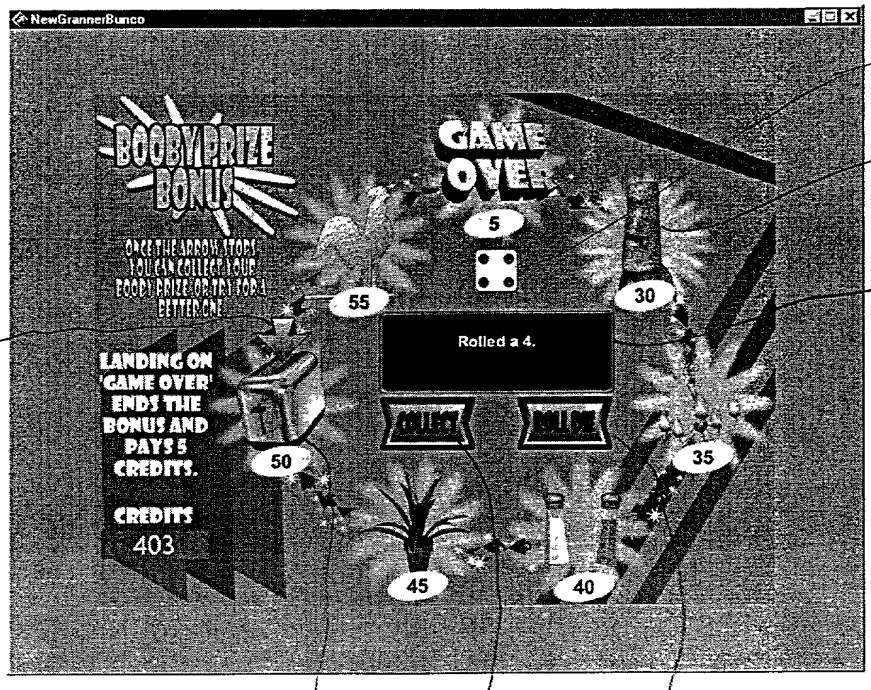

Figure 15

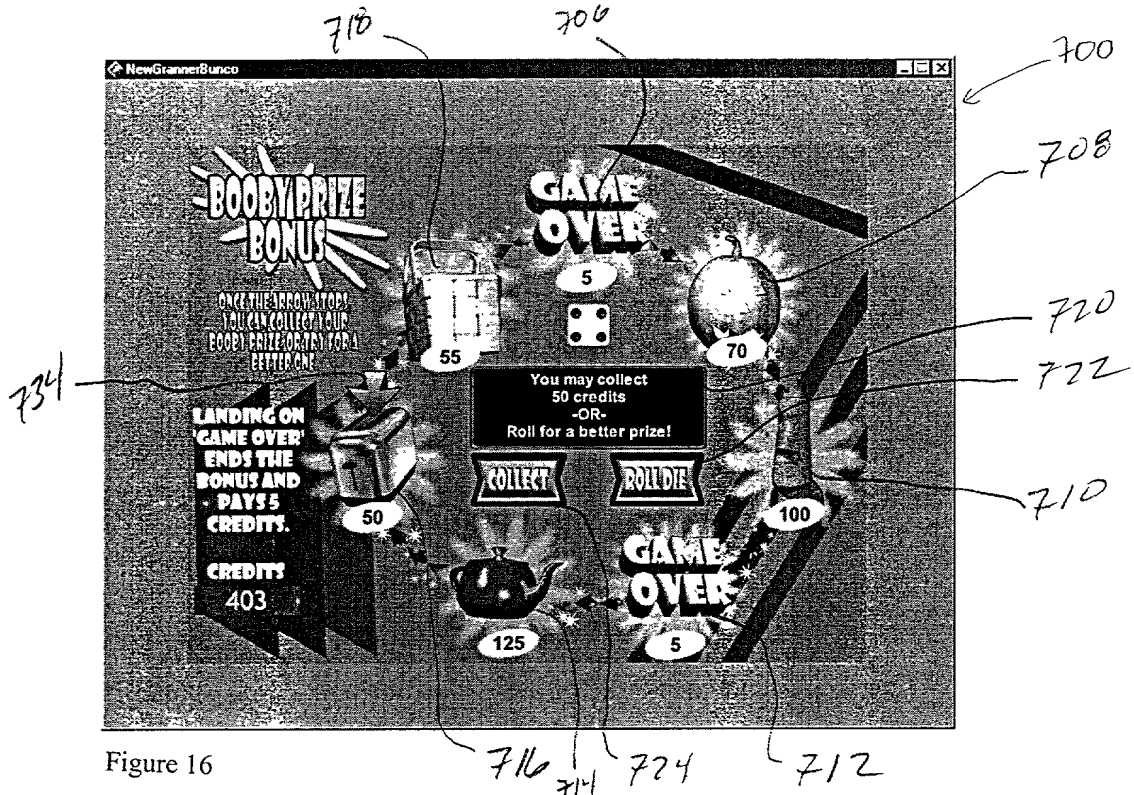

Figure 16

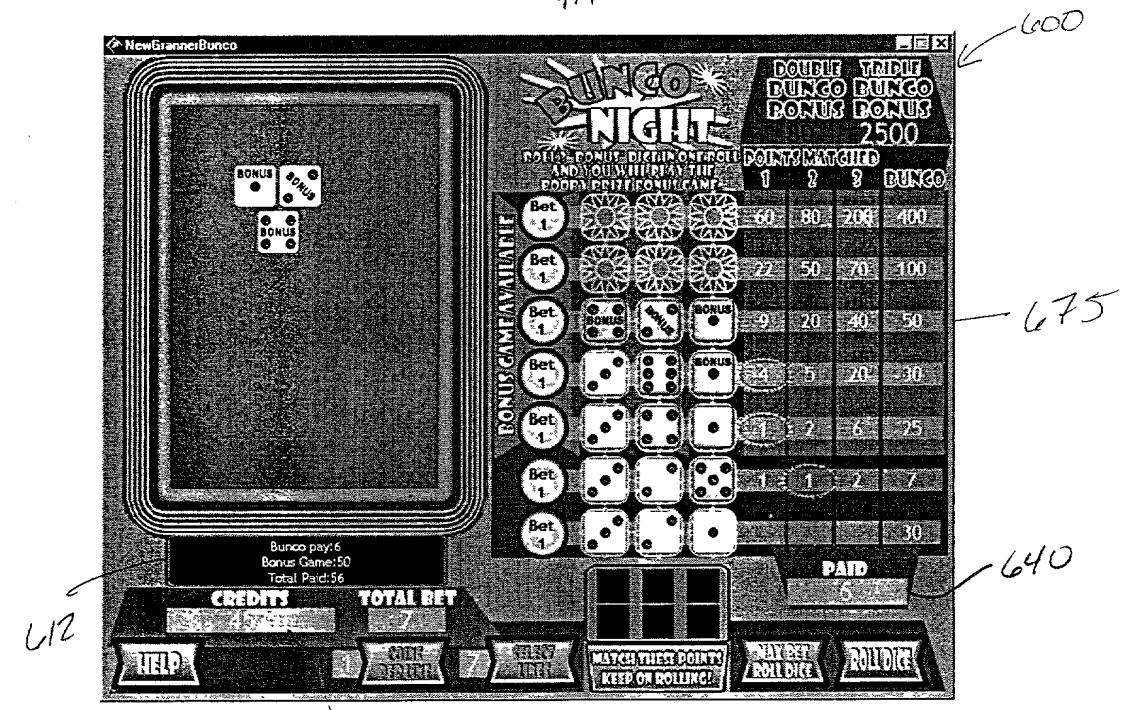

Figure 17

US 6,575,469 B2

CASINO BUNCO - Flow Chart page 1

GAME START SEQUENCE

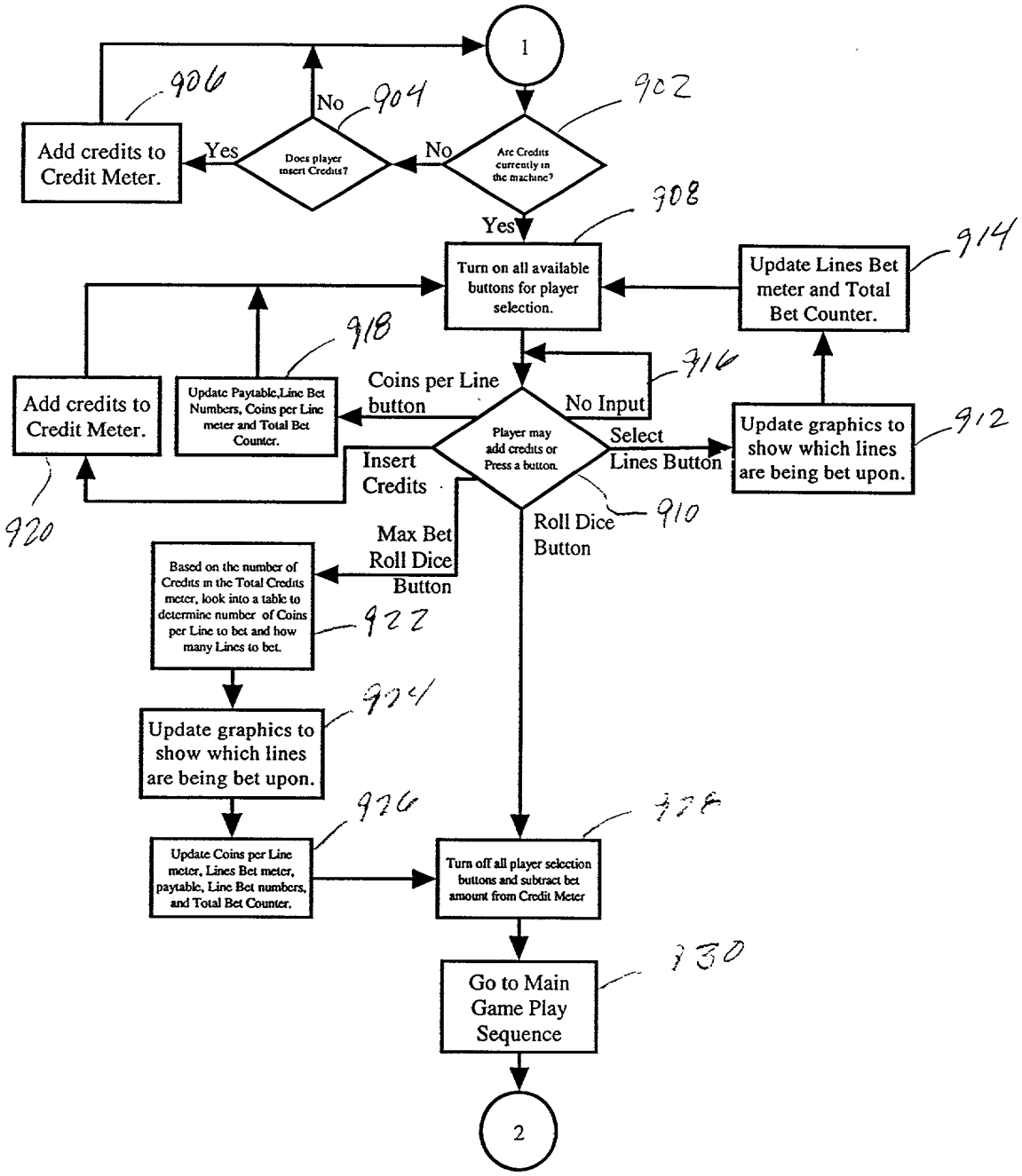

Figure 18

US 6,569,015 B2

CASINO BUNCO - Flow Chart page 2

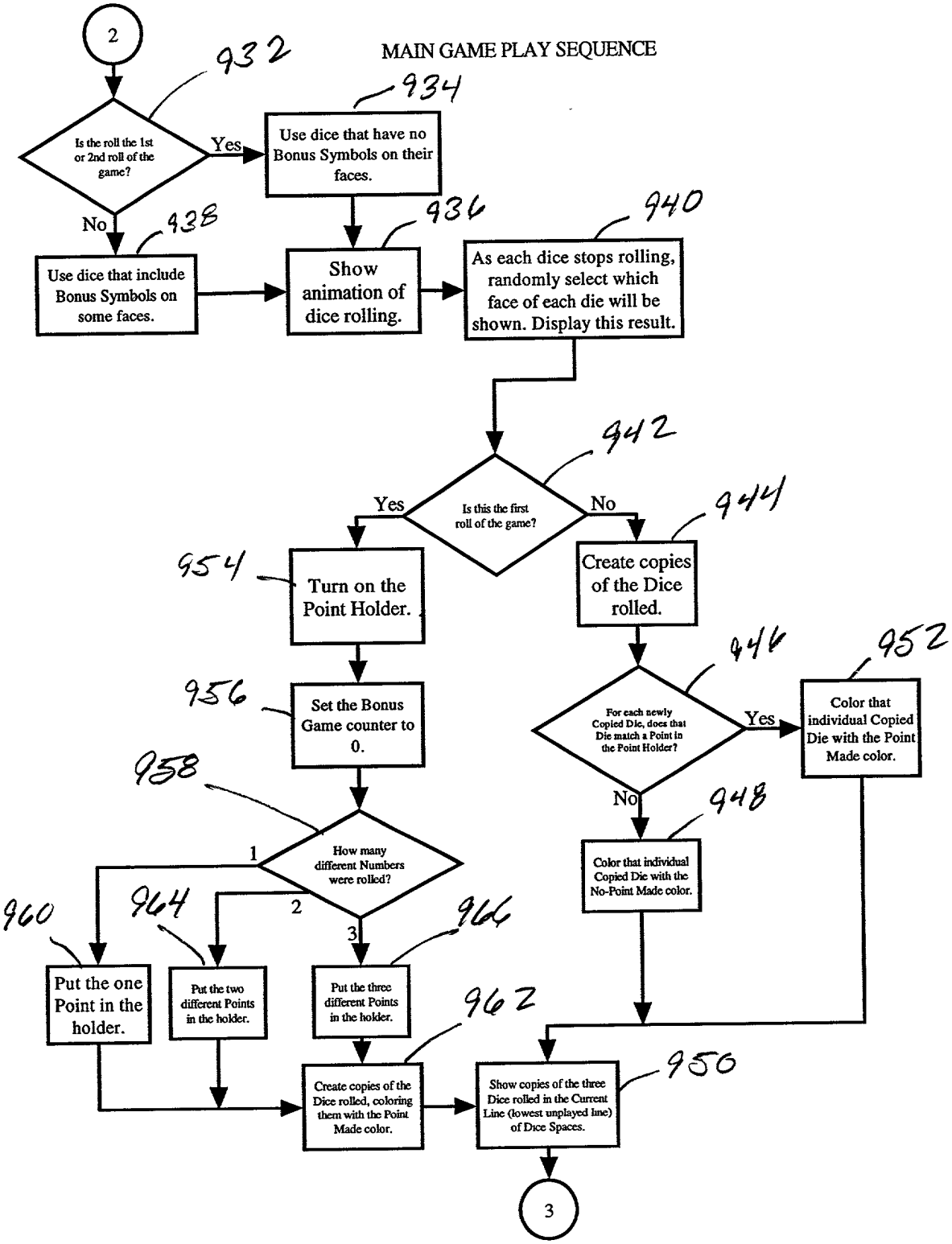

Figure 19

CASINO BUNCO - Flow Chart page 3

MAIN GAME PLAY SEQUENCE --
Determine Dice Roll

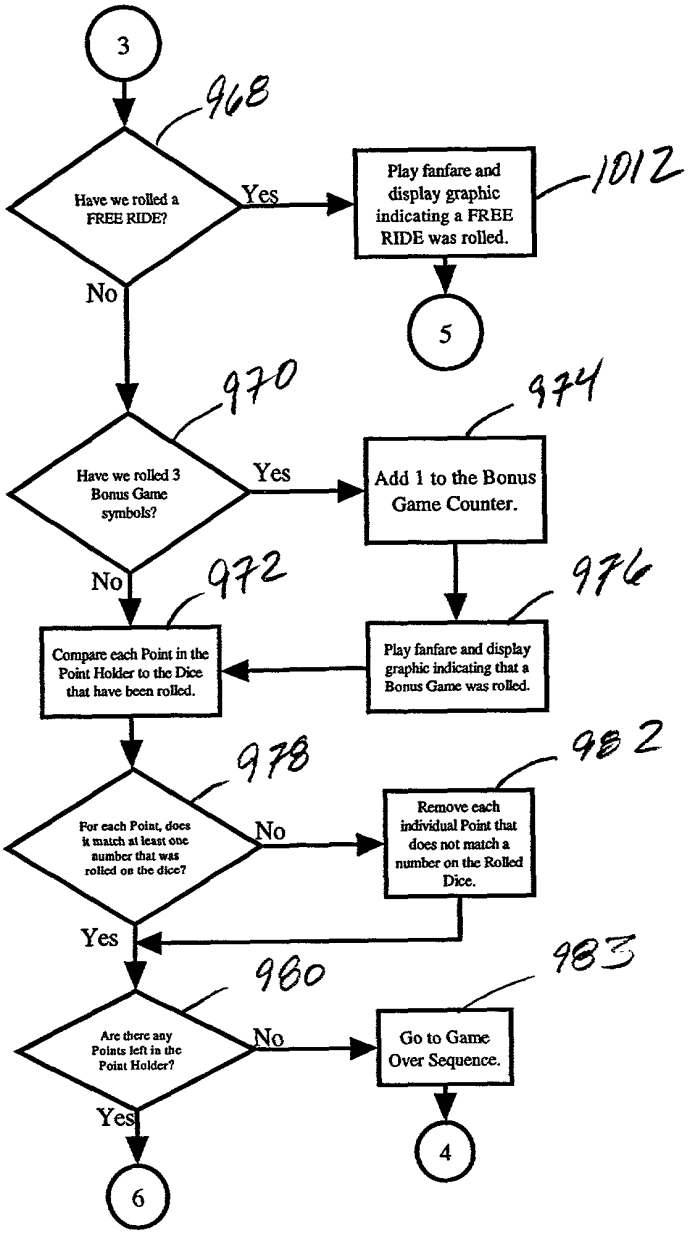

Figure 20

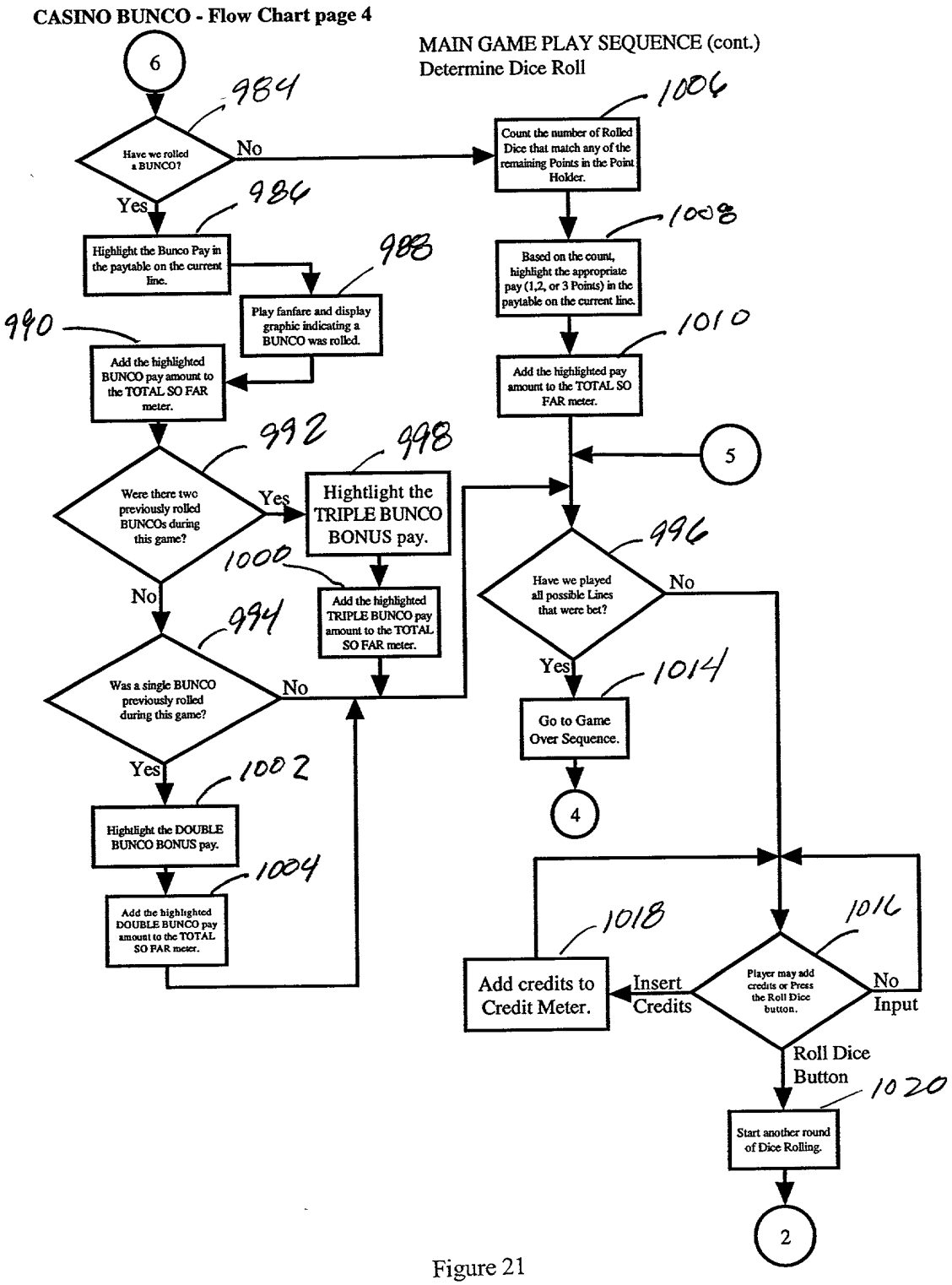
CASINO BUNCO - Flow Chart page 4
MAIN GAME PLAY SEQUENCE (cont.)
Determine Dice Roll
6
984
Have we rolled a BUNCO?
No
Yes
986
Highlight the Bunco Pay in the paytable on the current line.
988
Play fanfare and display graphic indicating a BUNCO was rolled.
990
Add the highlighted BUNCO pay amount to the TOTAL SO FAR meter.
992
Were there two previously rolled BUNCOs during this game?
Yes
998
Hightlight the TRIPLE BUNCO BONUS pay.
1000
Add the highlighted TRIPLE BUNCO pay amount to the TOTAL SO FAR meter.
No
994
Was a single BUNCO previously rolled during this game?
No
Yes
1002
Hightlight the DOUBLE BUNCO BONUS pay.
1004
Add the highlighted DOUBLE BUNCO pay amount to the TOTAL SO FAR meter.
1006
Count the number of Rolled Dice that match any of the remaining Points in the Point Holder.
1008
Based on the count, highlight the appropriate pay (1,2, or 3 Points) in the paytable on the current line.
1010
Add the highlighted pay amount to the TOTAL SO FAR meter.
5
996
Have we played all possible Lines that were bet?
No
Yes
1014
Go to Game Over Sequence.
4
1018
Add credits to Credit Meter.
Insert Credits
1016
Player may add credits or Press the Roll Dice button.
No Input
Roll Dice Button
1020
Start another round of Dice Rolling.
2

Figure 21

CASINO BUNCO - Flow Chart page 5

GAME OVER SEQUENCE

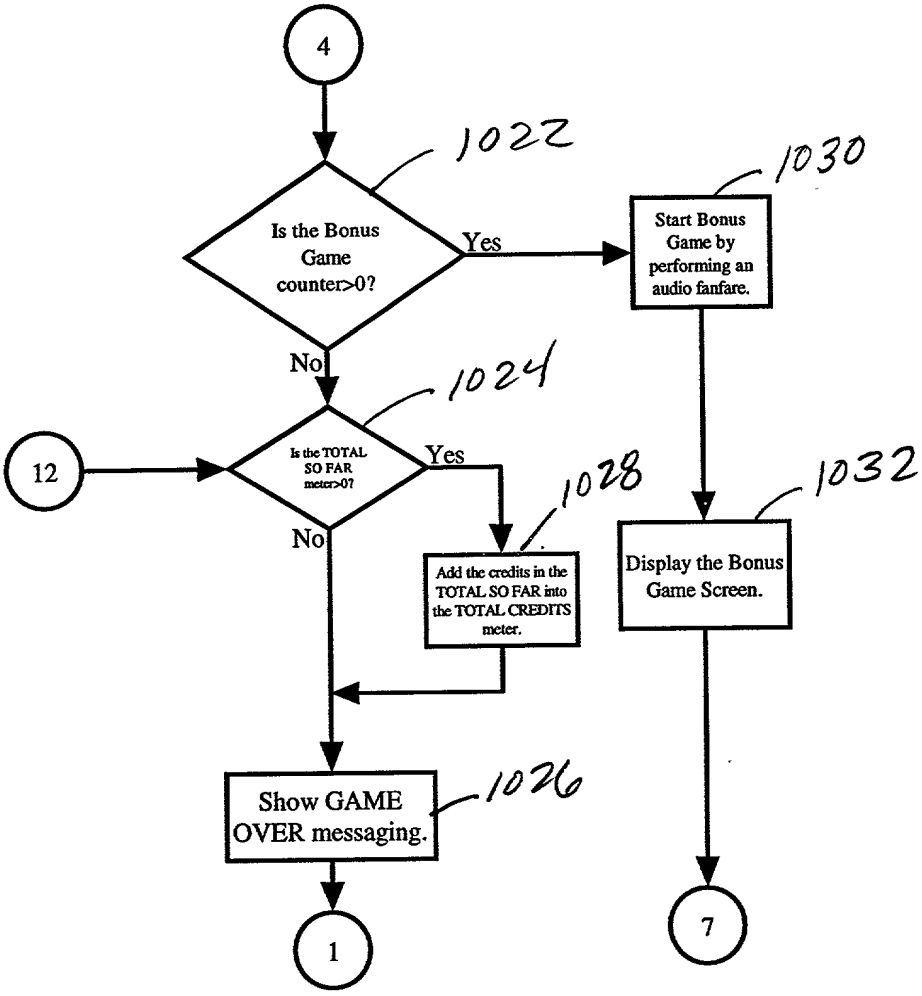

Figure 22

CASINO BUNCO - Flow Chart page 6

Figure 24

BONUS GAME SEQUENCE

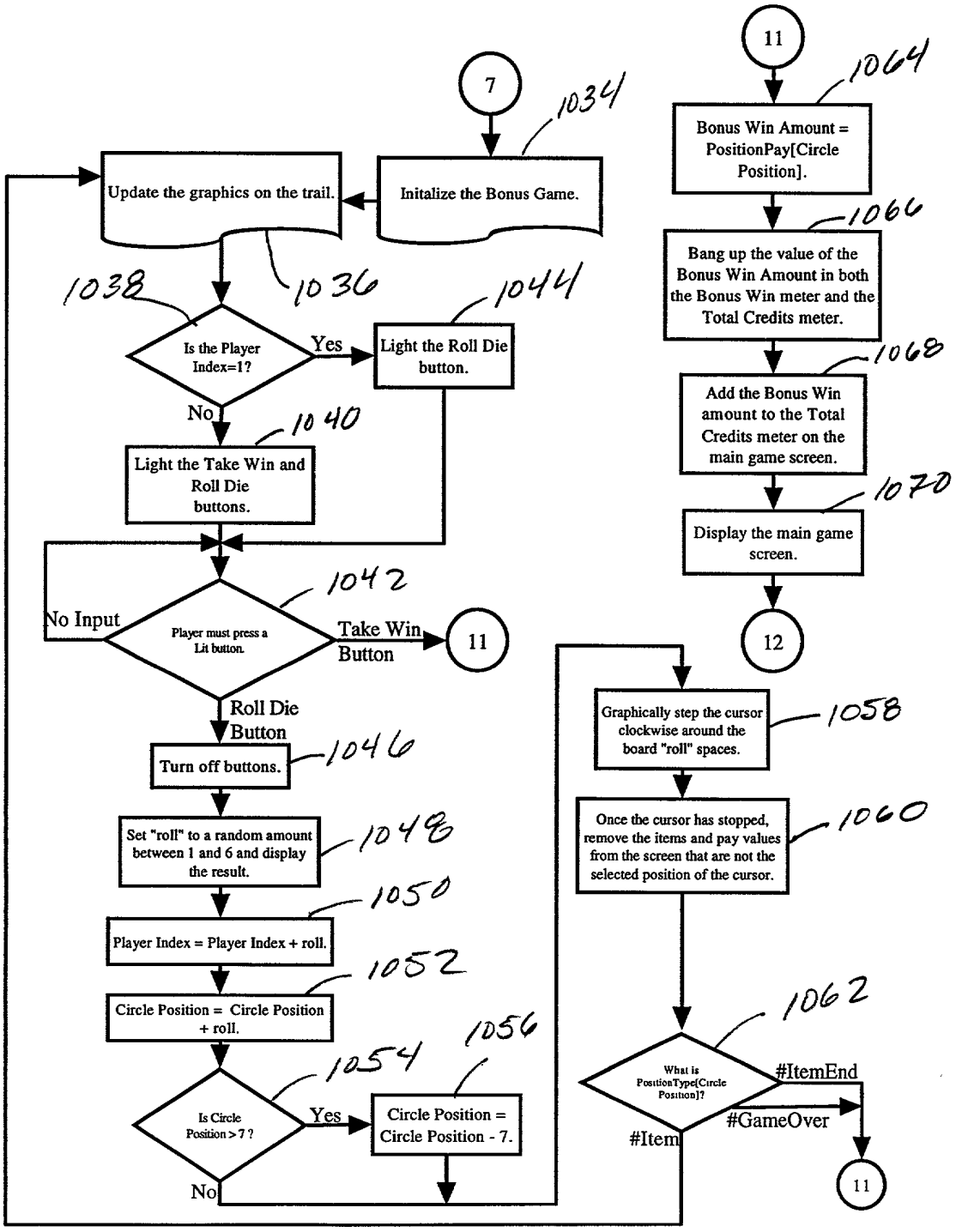

Figure 23

CASINO BUNCO - Flow Chart page 7

DETAILED BONUS GAME SEQUENCE--
This is a detailed explanation of what we do to initialize the various elements that are in use during the Bonus Game

The Player Index is a variable that describes where the player is at in the paytable and the item type table.

The Circle Position is a variable that describes where the cursor is on the display.

These two variables are needed because while the player is 'travelling' down a linear paytable of values, these values are being graphically displayed in a circular fashion. So the player can be at any space in the pay table from position 1 to XX, graphically, the cursor, which describes the players position on the screen, can only pointing at any of 1 to 7 positions.

Note that the PositionType and PositionPay arrays each have 7 elements corresponding to the 7 on-screen elements (the cursor location and the 6 possible spaces to move to on the next roll.)

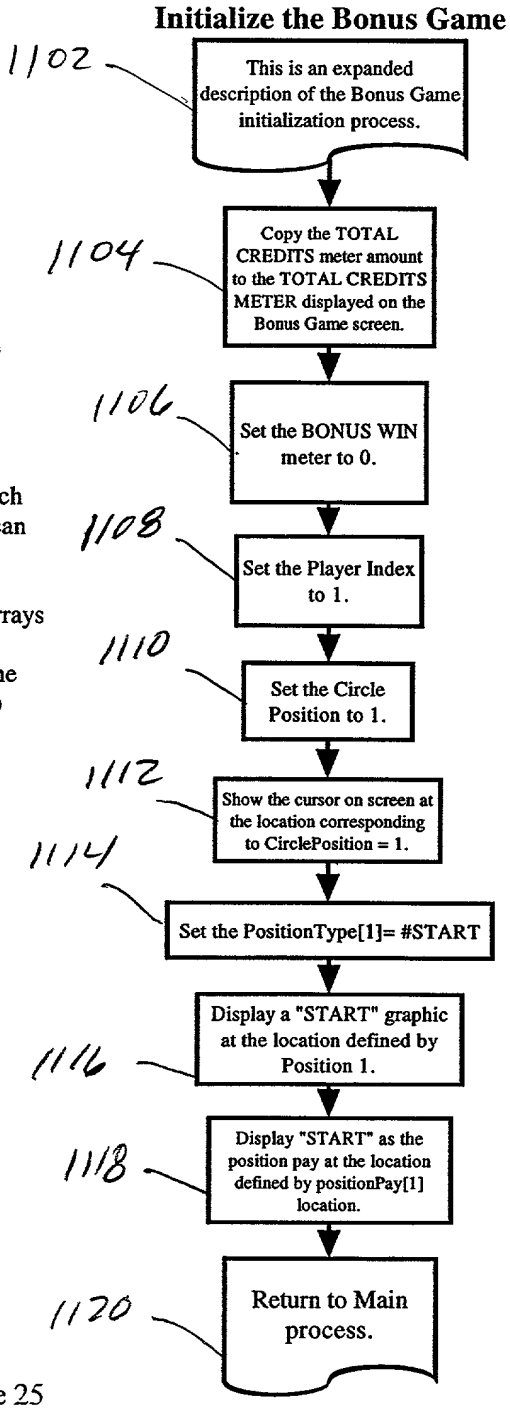

Figure 25

CASINO BUNCO - Flow Chart page 8

DETAILED BONUS GAME SEQUNCE - This is the subroutine that describes in detail the way we update the pay values, graphics, and position types on the circular trail.

Figure 26

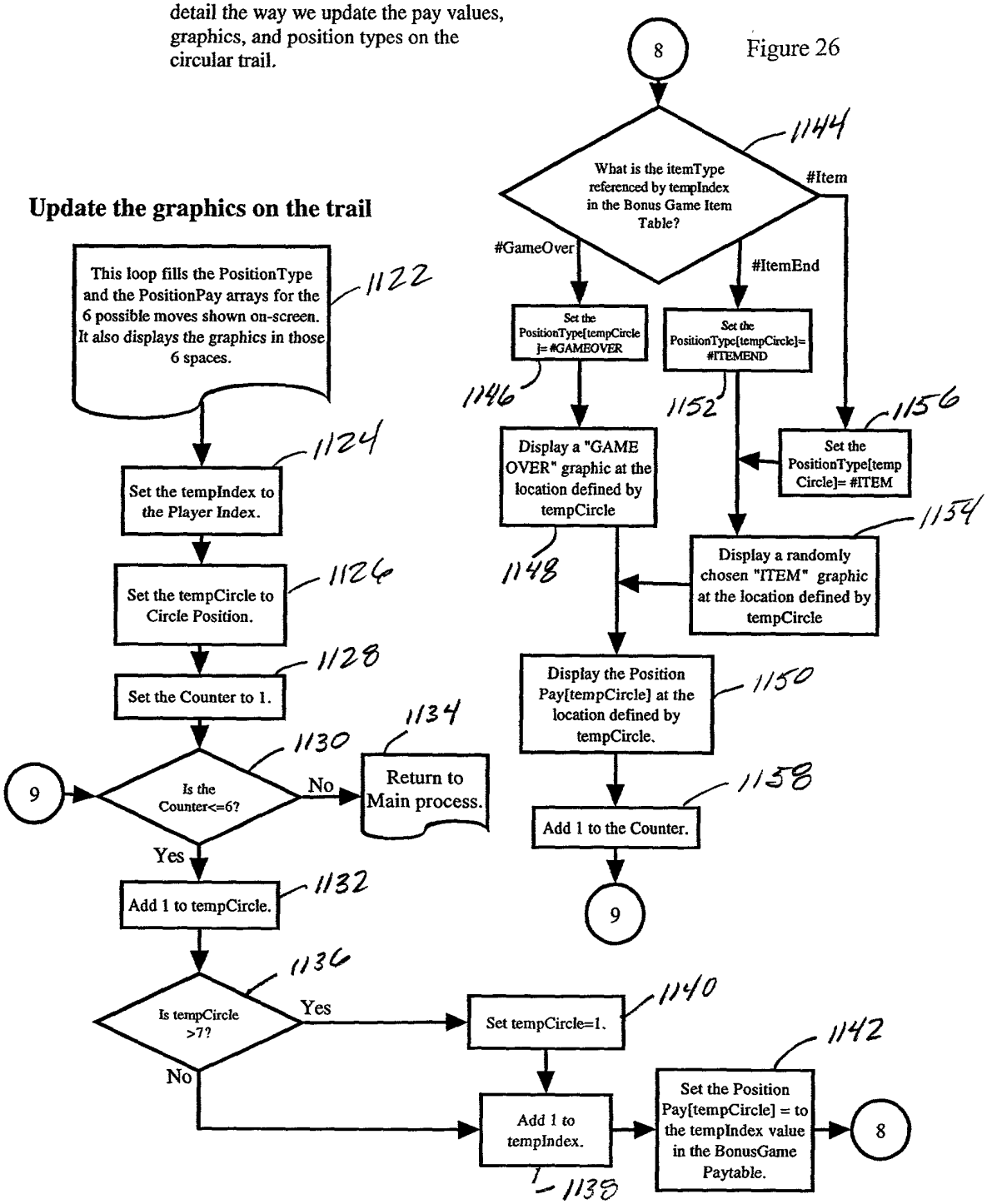

Figure 27

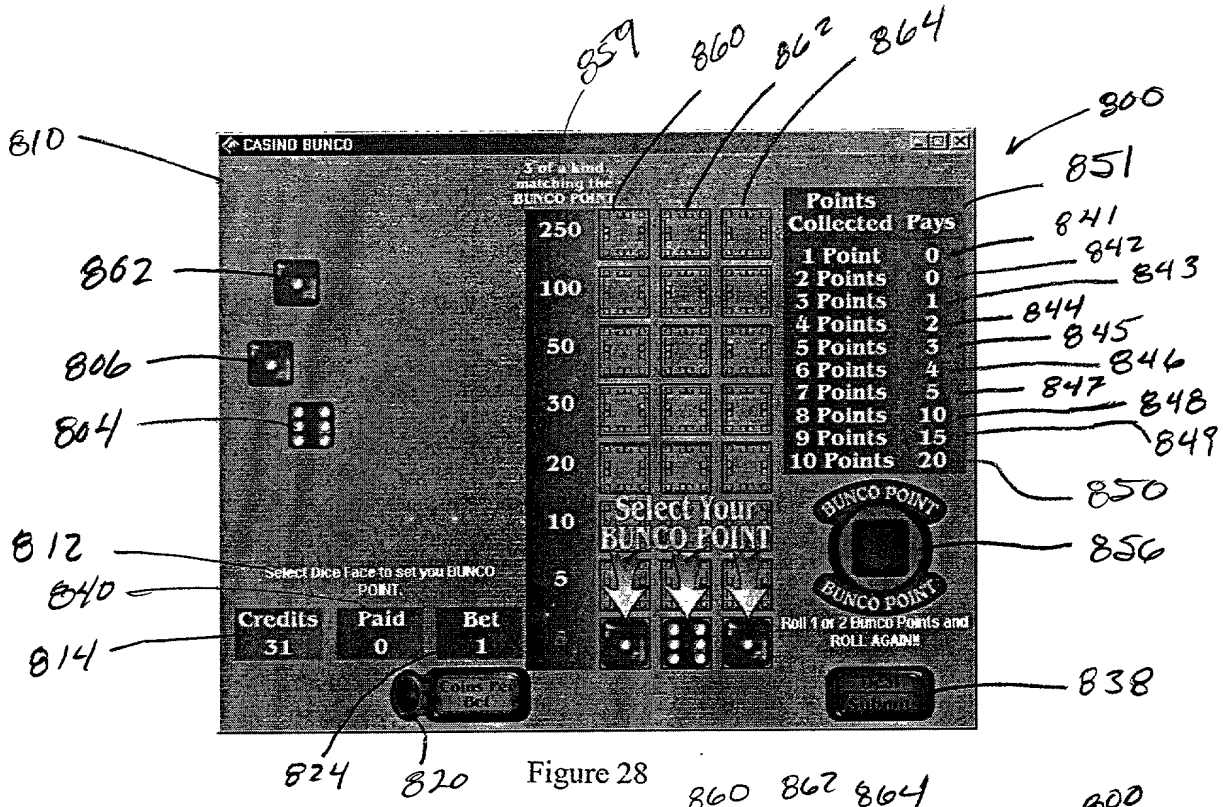

Figure 28

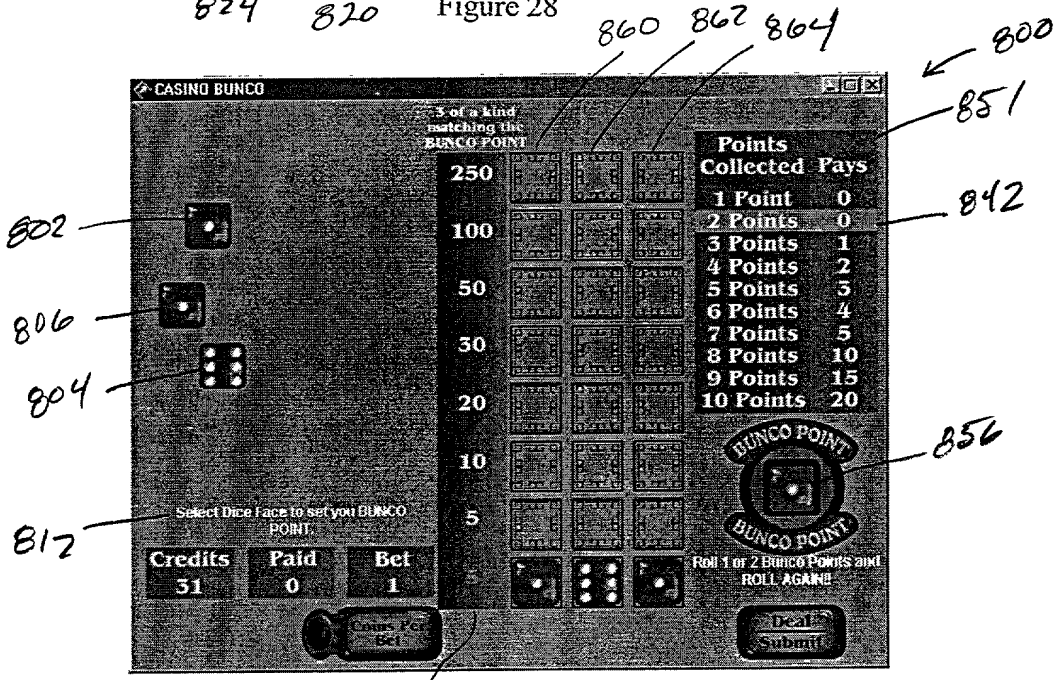

Figure 29

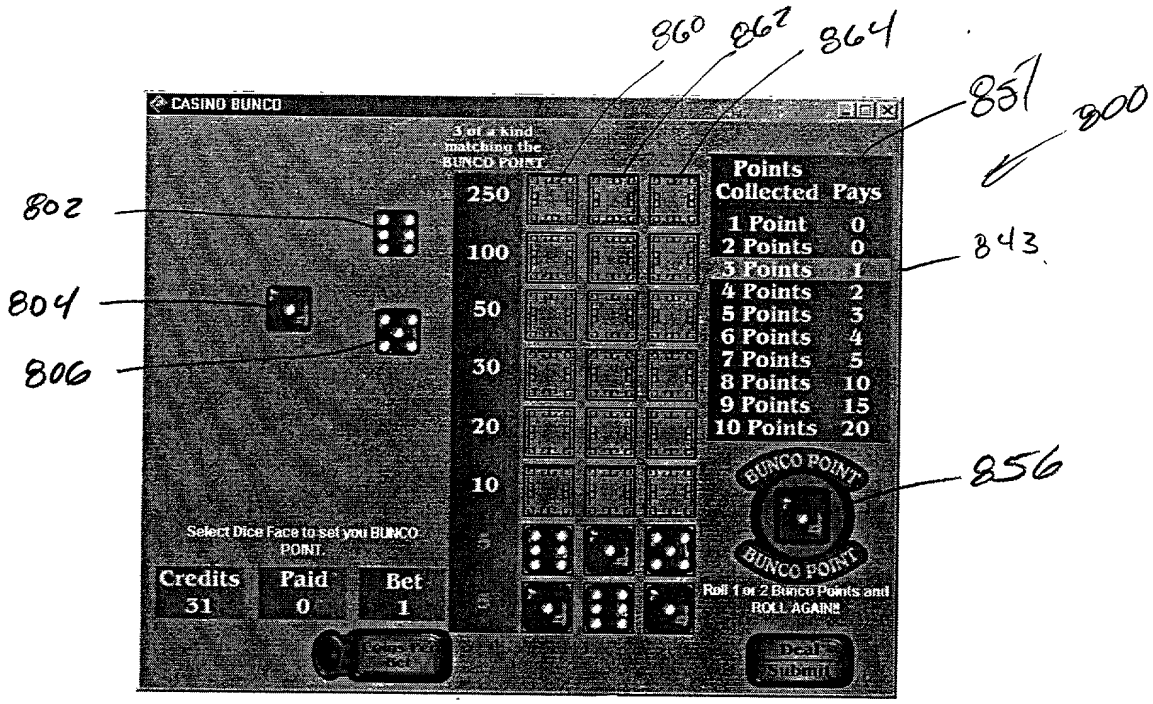

Figure 30

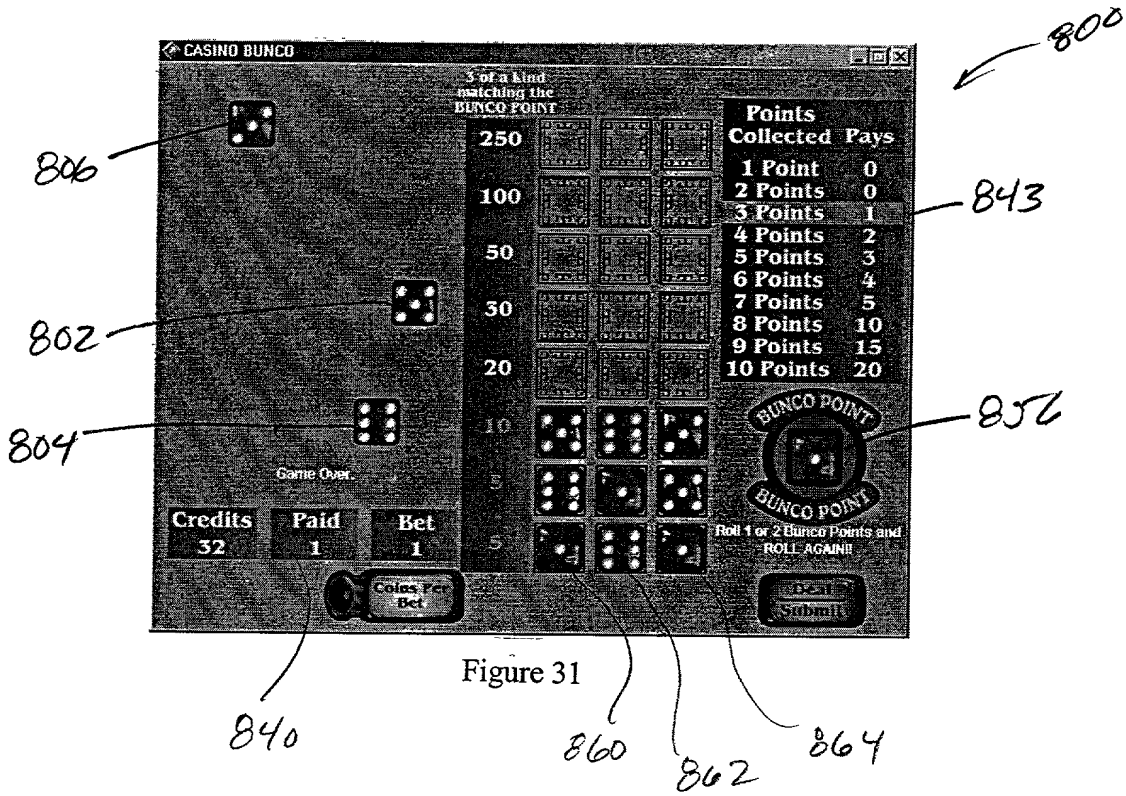

Figure 31

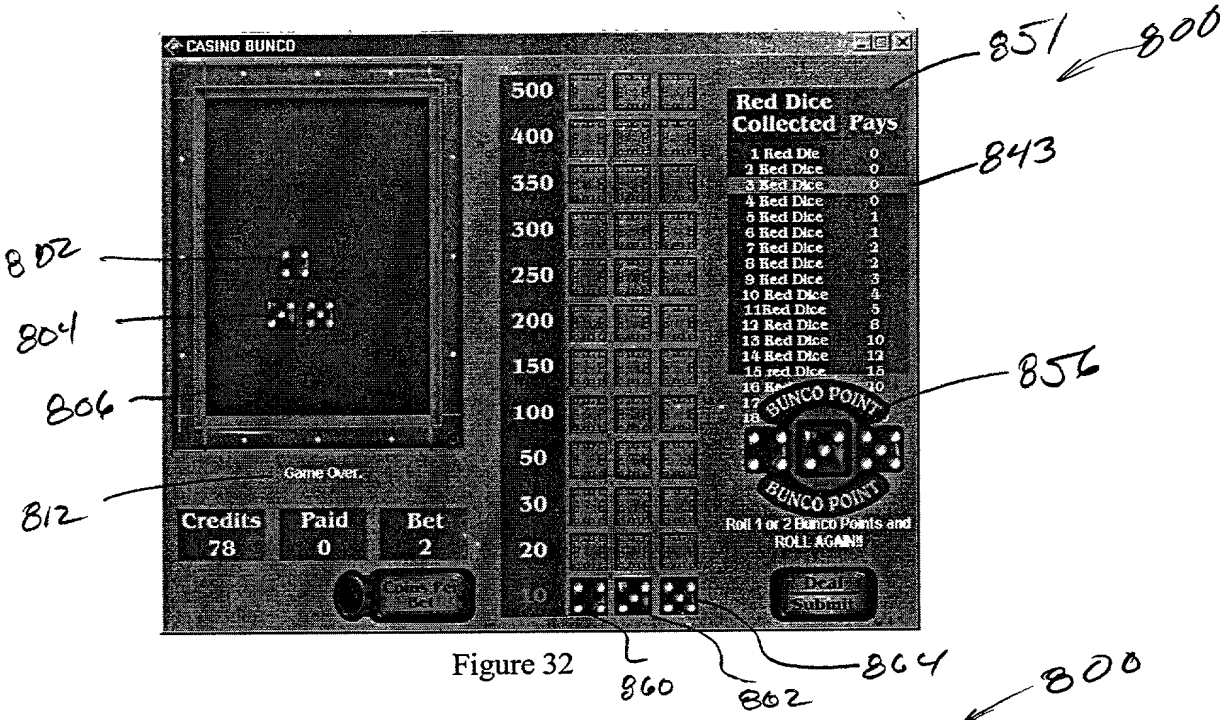

Figure 32

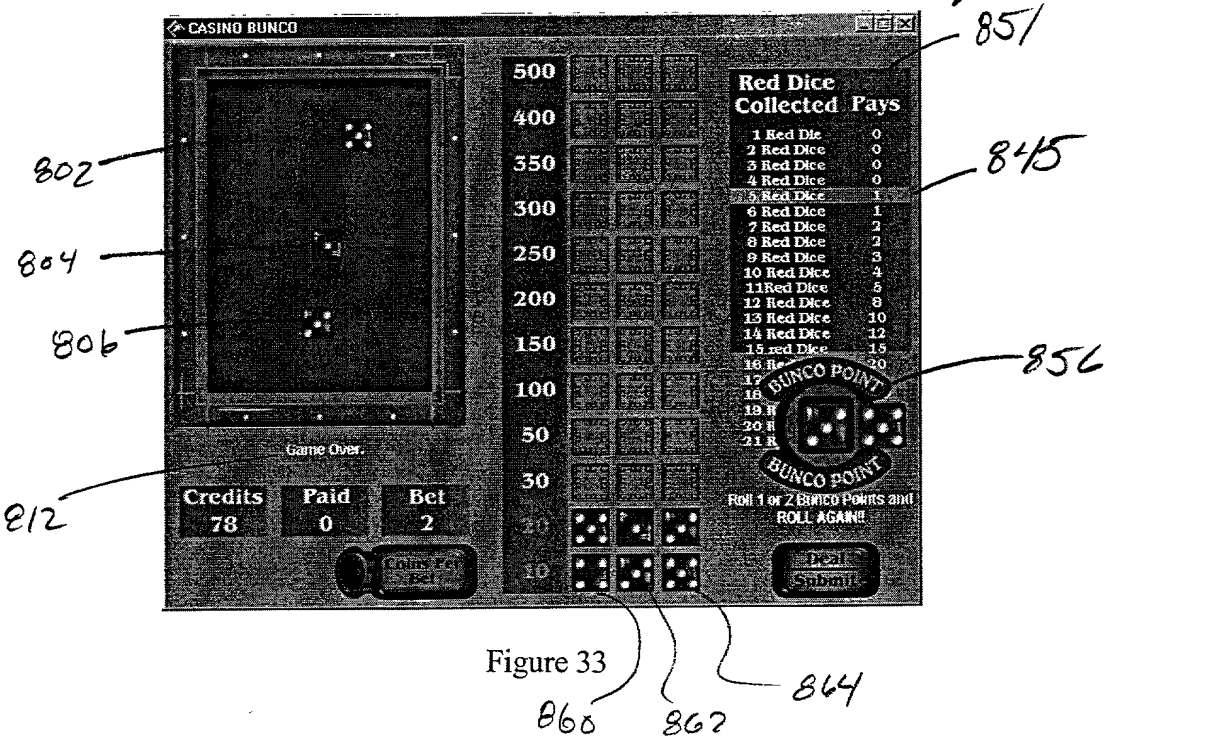

Figure 33

US 6,896,618 B2

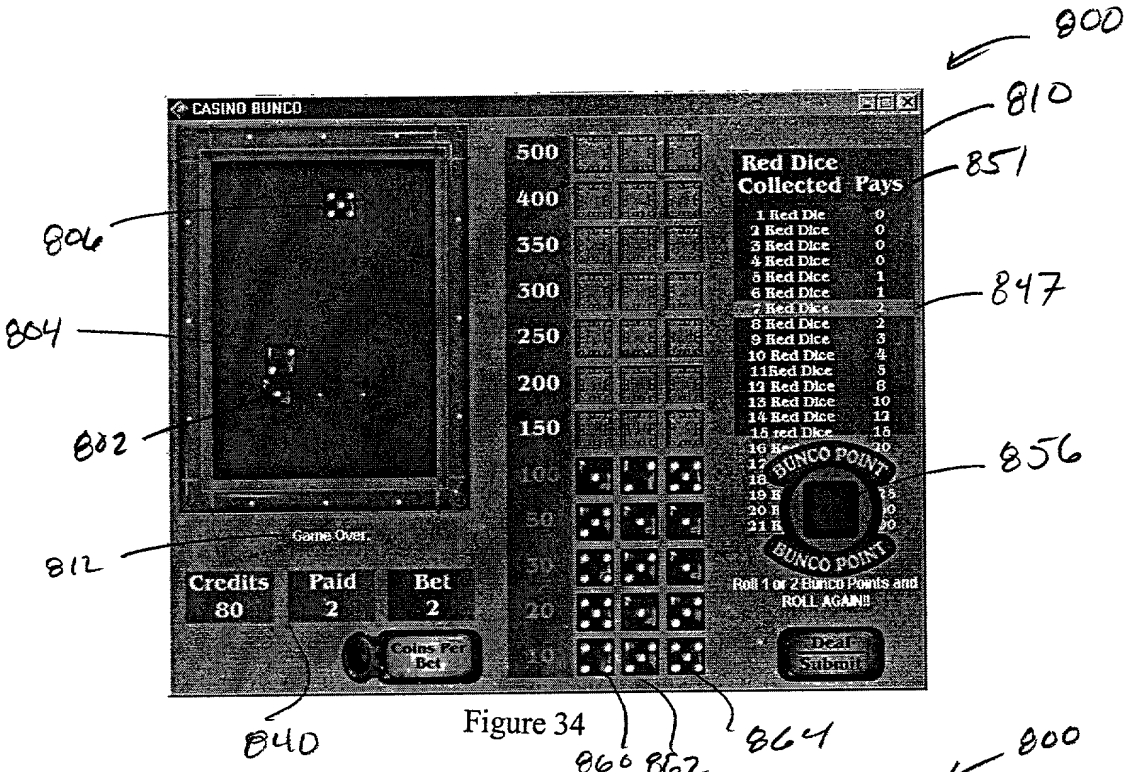

Figure 34

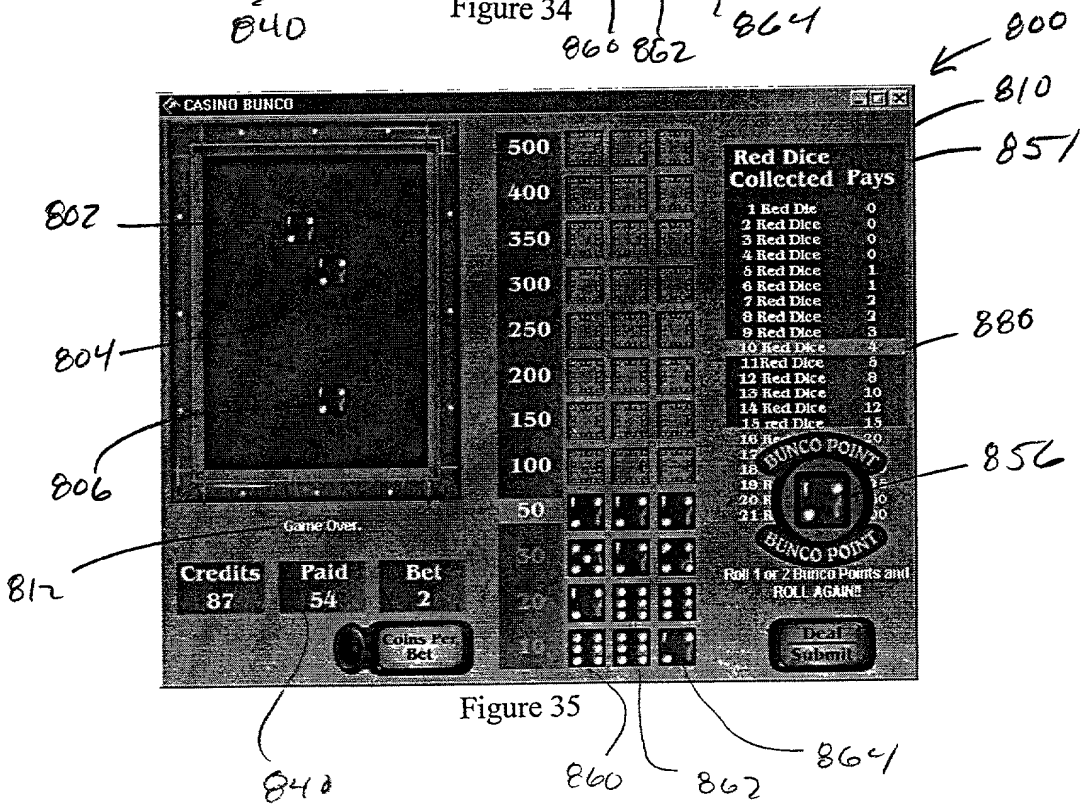

Figure 35